



CHESTER

Human • Male • Cultist

MOV COM RAN ARC MYT WND SAN

4/7 8/7 7/7 8/7 3 24 9

CRUSHING GRASP COM • Base • Fatigue **CHAOTIC BOLT** ARC • 10' • Burn

FORK IN THE PATH 2 MYT

(Once Per Game) Every enemy model which has the Bleed condition has it replaced with the Haemorrhage condition.

EMPOWER RITUAL 1 MYT

Add one to the current ritual progress.

POSSESSION 1 MYT

This model may spend 1 AP to grant Vigour to a friendly model within 8".

LEADER This model when activated gains +1 AP.

CHANTING +1/+0 ARC while within 8" of one or more friendly Cultists.

MENTAL STRAIN This model must spend 1 MYT for each additional ARC attack after the first during its activation.

EMPTY VESSEL When Chester is in play all other friendly Cultist character cards are to play on their flipped side.

40MM BASE